

App. Serial No.: 10/614,606

Atty. Docket No.: P2415

IN THE CLAIMS

Please amend the claims as follows:

1. (currently amended) A ~~pointing~~ An input device control method for mapping a ~~pointing an absolute input~~ device to a plurality of displays, comprising:
 - mapping the ~~pointing absolute input~~ device to a first one of the displays;
 - detecting a position indicated by the ~~pointing absolute input~~ device;
 - determining if the position indicated by the ~~pointing absolute input~~ device is a position that corresponds to another one of the displays; and
 - remapping the ~~pointing absolute input~~ device to the other one of the displays.
2. (currently amended) The ~~pointing device control~~ method of claim 1, wherein the position corresponding to the other display is near an edge.
3. (currently amended) The ~~pointing device control~~ method of claim 2, wherein the edge is an edge of a graphics tablet.
4. (currently amended) The ~~pointing device control~~ method of claim 2, wherein the edge is an edge of an active display.
5. (currently amended) The ~~pointing device control~~ method of claim 1, wherein the ~~pointing absolute input~~ device is an absolute pointing device.
6. (currently amended) The ~~pointing device control~~ method of claim 1, wherein the ~~pointing absolute input~~ device includes a graphics tablet.
7. (currently amended) The ~~pointing device control~~ method of claim 1, wherein the ~~pointing absolute input~~ device includes a stylus.

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8. (currently amended) The ~~pointing device control~~ method of claim 1, wherein remapping the ~~pointing~~ absolute input device includes changing which of the plurality of displays is controlled by the ~~pointing~~ absolute input device.

9. (currently amended) The ~~pointing device control~~ method of claim 1, and further including a preliminary step of defining the width of a proximity zone near an edge to establish the position corresponding to the other monitor.

10. (currently amended) The ~~pointing device control~~ method of claim 1, and further including a preliminary step of identifying and storing the relative positions each of the plurality of displays.

11. (currently amended) The ~~pointing device control~~ method of claim 1, and further including:

- a preliminary step of recording the existence or nonexistence of a display on the left of each of the plurality of displays; and
- a preliminary step of recording the existence or nonexistence of a display on the right of each of the plurality of displays.

12. (currently amended) The ~~pointing device control~~ method of claim 1, and further including determining how long the ~~pointing~~ absolute input device has indicated the position corresponding to the other one of the displays.

13. (currently amended) The ~~pointing device control~~ method of claim 1, and further including:

- a preliminary step of setting an elapsed time which the ~~pointing~~ absolute input device must remain indicating a position near an edge before the ~~pointing~~ absolute input device is remapped.

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14. (currently amended) The ~~pointing device control~~ method of claim 1, wherein the step of determining if the position indicated by the ~~pointing~~ absolute input device is a position that corresponds to another one of the displays includes:

determining which of the plurality of displays is an active display;

determining whether the ~~pointing~~ absolute input device is indicating a position near a specific edge; and

determining if there is a display in a direction indicated by the specific edge.

15. (currently amended) The ~~pointing device control~~ method of claim 1, wherein: the position indicated by the ~~pointing~~ absolute input device is a left edge.

16. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 1.

17. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 2.

18. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 3.

19. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 4.

20. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 5.

21. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 6.

22. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 7.

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23. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 8.

24. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 9.

25. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 10.

26. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 11.

27. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 12.

28. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 13.

29. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 14.

30. (previously presented) An electronically readable storage medium having code embodied therein for causing an electronic device to perform the method of Claim 15.

31. (currently amended) A computer-readable medium having stored thereon a data structure comprising:

- a position field containing data representing a position for triggering a process for remapping ~~a pointing~~ an absolute input device to another display; and
- a position field containing data representing the position of the ~~pointing absolute~~ input device.

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32. (original) The computer-readable medium of claim 31, wherein the position field contains data representing the width of an area near an edge.

33. (currently amended) The computer-readable medium of claim 32, wherein:
the ~~pointing~~ absolute input device includes a graphics tablet and a stylus; and
the edge is an edge of the graphics tablet.

34. (original) The computer-readable medium of claim 31, and further including a preset time field containing data representing an activation time period.

35. (original) The computer-readable medium of claim 31, and further including an elapsed time field containing data representing an elapsed time.

36. (currently amended) The computer-readable medium of claim 35, wherein the elapsed time is a time which a ~~pointing~~ the absolute input device has remained in a designated zone.

37. (original) The computer-readable medium of claim 31, and further including an adjacent monitor field containing data representing the presence of a display adjacent an active monitor.

38. (currently amended) A graphics display system comprising:
a plurality of displays;
a pointing device;
a position monitor; and
a remapper responsive to output from said position monitor, and operative to
automatically remap the ~~pointing device~~ position monitor from one of the displays
to another one of the displays.

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39. (currently amended) A graphics display system comprising:

a plurality of displays;

~~a pointing~~ an absolute input device; and

means for automatically remapping the ~~pointing~~ absolute input device from one of the displays to another one of the displays.

40. (currently amended) A method for mapping ~~a pointing~~ an absolute input device to multiple displays, said method comprising:

mapping the ~~pointing~~ absolute input device to a first display; and

automatically remapping the ~~pointing~~ absolute input device to a second display.

41. (currently amended) The method of claim 40, wherein the step of automatically remapping the ~~pointing~~ absolute input device to the second display includes:

receiving a predefined input via the ~~pointing~~ absolute input device indicative of a user's desire to use the second display; and

remapping the ~~pointing~~ absolute input device to the second display responsive to receipt of the predefined input.

42. (currently amended) A computer-readable medium having stored thereon a data structure comprising:

a first field containing data indicative of a particular display; and

a second field containing data indicative of said particular display's position relative to a second display; and

wherein said data contained in said second field is further indicative of a location for triggering a process for remapping ~~a pointing~~ an absolute input device between said second display and said particular display.

43. (original) A computer-readable medium according to Claim 42, wherein: said second field contains perimeter coordinates associated with a display area of said particular display.

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44. (original) A computer-readable medium according to Claim 42, wherein said second field contains data indicative of the position of a boundary between said particular display and said second display.

45. (original) A computer-readable medium according to Claim 44, wherein said data structure further comprises a third field containing data indicative of said second display.